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Nota di contenuto	<p> ""Foreword""; ""Preface""; ""Acknowledgments""; ""Introduction""; ""Whom Is This Book For?""; ""How Is This Book Organized?""; ""Additional Resources""; ""Chapter 1: Meet F#""; ""F# in Visual Studio""; ""Project Templates""; ""Project Organization""; ""Significance of Whitespace""; ""Grouping Constructs""; ""Namespaces""; ""Modules""; ""Expressions Are Everywhere""; ""Application Entry Point""; ""Implicit Return Values""; ""Your First F# Program""; ""Summary""; ""Chapter 2: F# Interactive""; ""Running F# Interactive""; ""F# Interactive Output""; ""The it Identifier"" </p> <p> ""Playing in the Sandbox""""#help""; ""#quit""; ""#load""; ""#r""; ""#l""; ""#time""; ""Scripting""; ""F# Interactive Options""; ""--load""; ""--use""; ""--reference""; ""--lib""; ""--define""; ""--exec""; ""--""; ""--quiet""; ""--optimize""; ""--tailcalls""; ""Summary""; ""Chapter 3: Fundamentals""; ""Immutability and Side Effects""; ""Functional Purity""; ""Bindings""; ""let Bindings""; ""use Bindings""; ""do Bindings""; ""Identifier Naming""; ""Core Data Types""; ""Boolean Values and Operators""; ""Numeric Types""; ""Characters""; ""Strings""; ""Type Inference""; ""Nullability"" </p> <p> ""Options""""Unit Type""; ""Enumerations""; ""Flags Enumerations""; ""Reconstructing Enumeration Values""; ""Flow Control""; ""Looping""; ""Branching""; ""Generics""; ""Automatic Generalization""; ""Explicit Generalization""; ""Flexible Types""; ""Wildcard Pattern""; ""Statically </p>

Resolved Type Parameters"; "When Things Go Wrong"; "Handling Exceptions"; "Raising Exceptions"; "Custom Exceptions"; "String Formatting"; "Type Abbreviations"; "Comments"; "End-of-Line Comments"; "Block Comments"; "XML Documentation"; "Summary"; "Chapter 4: Staying Objective"; "Classes"; "Constructors"; "Fields"; "Properties"; "Methods"; "Events"; "Structures"; "Inheritance"; "Casting"; "Overriding Members"; "Abstract Classes"; "Abstract Members"; "Virtual Members"; "Sealed Classes"; "Static Members"; "Static Initializers"; "Static Fields"; "Static Properties"; "Static Methods"; "Mutually Recursive Types"; "Interfaces"; "Implementing Interfaces"; "Defining Interfaces"; "Custom Operators"; "Prefix Operators"; "Infix Operators"; "New Operators"; "Global Operators"; "Object Expressions"; "Type Extensions"; "Summary"; "Chapter 5: Let's Get Functional"; "What Is Functional Programming?"; "Programming with Functions"; "Functions as Data"; "Interoperability Considerations"; "Currying"; "Partial Application"; "Pipelining"; "Function Composition"; "Recursive Functions"; "Tail-Call Recursion"; "Mutually Recursive Functions"; "Lambda Expressions"; "Closures"; "Functional Types"; "Tuples"; "Record Types"; "Discriminated Unions"; "Defining Discriminated Unions"; "Additional Members"; "Lazy Evaluation"; "Summary"; "Chapter 6: Going to Collections"; "Sequences"; "Creating Sequences"

Sommario/riassunto

Perl one-liners are small and awesome Perl programs that fit in one line of code and do one thing really well. Perl One-Liners showcases 130 short and compelling lines of code that do all sorts of handy, geeky things like numbering lines in a file; generating random passwords; encoding, decoding, and converting strings; calculating factorials; even checking to see if a number is prime with a regular expression. Author Peteris Kruminis' dissections of each bit of code will help you gain a deeper understanding of the Perl language, and these Perl one-liners are sure to save you time and sharpen y
